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## NVIDIA 2026 Internships: Computer Architecture - US

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 US, CA, Santa Clara

 Full time

 Posted 5 Days Ago

 JR2003201

*By submitting your resume, you're expressing interest in one of our 2026 Computer Architecture Internships. We'll review resumes on an ongoing basis, and a recruiter may reach out if your experience fits one of our many internship opportunities.*

NVIDIA pioneered accelerated computing to tackle challenges no one else can solve. Our work in AI and digital twins is transforming the world's largest industries and profoundly impacting society — from gaming to robotics, self-driving cars to life-saving healthcare, climate change to virtual worlds where we can all connect and create.

Our internships offer an excellent opportunity to expand your career and get hands on experience with one of our industry leading Computer Architecture teams. We're seeking strategic, ambitious, hard-working, and creative individuals who are passionate about helping us tackle challenges no one else can solve.

Throughout the 12-week minimum full-time internship, students will work on projects that have a measurable impact on our business. We're looking for students pursuing Bachelor's, Master's, or PhD degree within a relevant or related field.

### What we need to see:

Must be actively enrolled in a university pursuing a Bachelor's, Master's, or PhD degree in Electrical Engineering, Computer Engineering, or a related field, for the entire duration of the internship.

Course or internship experience related to the following areas could be required:

### About Us



NVIDIA is the world leader in accelerated computing.

NVIDIA pioneered accelerated computing to tackle challenges no one else can solve.

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- Computer Architecture experience in one or more of these focus areas: Computer Graphics, Deep Learning, Ray Tracing, Parallel Programming, Memory Architecture, or High-Performance Computing Systems
- Digital Systems, VLSI Design, GPU or CPU Architecture, Computer Arithmetic, CMOS Transistors and Circuits, Computer Organization, Computer System Design
- Deep Learning, Modelling/Performance Analysis, Parallel Programming
- Hardware Control Programming, GPU Acceleration, Parallel Processing (CUDA), High-Performance Computing (HPC), Embedded Systems

**Depending on the internship role, prior experience or knowledge requirements could include the following programming skills and technologies:**

- Verilog, SystemVerilog, VHDL, Linux, C, C++, Python, Perl, Modern Graphics APIs (DirectX, OpenGL, Vulkan), GPU Computing (CUDA, OpenCL), Revision Control (Perforce, Git), HPC (MPI, OpenMP)

Click [here](#) to learn more about NVIDIA, our early talent programs, benefits offered to students and other helpful student resources related to our latest technologies and endeavors.

Our internship hourly rates are a standard pay based on the position, your location, year in school, degree, and experience. The hourly rate for our interns is 20 USD - 71 USD.


You will also be eligible for Intern [benefits](#).

Applications are accepted on an ongoing basis.


NVIDIA is committed to fostering a diverse work environment and proud to be an equal opportunity employer. As we highly value diversity in our current and future employees, we do not discriminate (including in our hiring and promotion practices) on the basis of race, religion, color, national origin, gender, gender expression, sexual orientation, age, marital status, veteran status, disability status or any other characteristic protected by law.

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